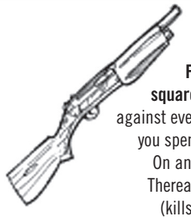
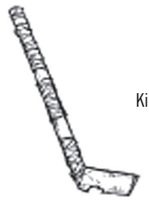


SHOTGUN

Fires up to 5 squares, and 3 squares wide. Make an attack roll against every target in range each time you spend an AP to fire the shotgun. On an OOPS!, you're out of ammo. Thereafter, treat as a Baseball Bat (kills zombies on a roll of 5 or 6).



HOCKEY STICK

Kills zombies on a roll of **5 or 6**.

KITCHEN KNIFE

Kills zombies on a roll of **6**.

BASEBALL BAT

Kills zombies on a roll of **5 or 6**.

CAR KEYS

Ah, blessed car keys. If you can make it to the car and spend 4 consecutive APs next to the door, without getting zombified, you escape. YOU WIN!

MED-PAK

Heals a wound (nullifies a wound as it occurs).

This card may be held until needed.

CHAINSAW

Kills zombies on a **3, 4, 5 or 6**. If you roll an OOPS! using the Chainsaw, you take a wound instead. Roll a die... on another OOPS!, you've been infected. Make peace with your God and replace your figure with a zombie.

PISTOL

Fires 5 squares.

On an OOPS! you are out of ammo, and the pistol is thereafter useless.

RIFLE

Fires up to 10 squares.

On an OOPS!, you're out of ammo. After that, treat as a Baseball Bat (kills zombies on a roll of 5 or 6).

POWER DRINK

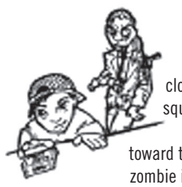
Gives user 8 APs for one turn only.

May be held until needed.

EUREKA!

Jackpot!!

Draw 2 more cards.



SURPRISE!

A zombie appears next to the search square (or as close as possible, given which squares are already occupied). This zombie does not count toward the max # of zombies. If this zombie is killed, draw another card.

LUCKY COINCIDENCE

Immediately **place a barricade for free**.

AMMO

Reloads a weapon, or nullifies the next OOPS! you roll when using a ranged weapon.

May be held until needed.

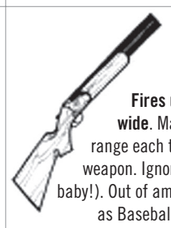
DEAD RESIDENT

Place a zombie in any unoccupied room in the house.

This zombie does not count toward the max # of zombies.

STENCH OF FEAR

All zombies get **double APs** on their next turn.



DOUBLE-BARRELLED SHOTGUN

Fires up to 5 squares, and 3 squares wide. Make an attack vs. every target in range each time you spend an AP to fire this weapon. Ignore your first OOPS! (two-barrels, baby!). Out of ammo after second OOPS! — treat as Baseball Bat (kills zombies on a 5 or 6).

SMASH!

The zombie player may **destroy a single chosen barricade** (1 square).

Remove barricade from play.